GRIP

CAGED ELEMENT

WIRED PRODUCTIONS

CONTENTS

GRIP has its origins in the illegal street racing scene that spawned in the early 21st century. At that time the races were reasonably harmless. A danger to the public, certainly, with inexperienced drivers managing to destroy their rides in ill-judged corners. But most of the time, it was only the drivers themselves that wound-up dead. It was characterized as an underground movement, largely ignored by law enforcement, with only a handful of arrests ever being made. The world had other worries.

Then things started to change. The scene became dominated by major players with big egos. Full of bravura, their cars evolved and became all about the speed, and with that the danger began to grow. Elements of the public started to become interested in the drama and a whole new subculture gravitated towards the action. This was racing alright, and everyone in it was out to win, whatever the cost. Accidents happened often, and that too became part of the allure. This sport was really taking off, despite the intensifying efforts of authorities to bury it.

In the end, the races became so testosterone-fueled and running so close to the edge that even pirate TV started to cover them. The channel known simply as GRIP became synonymous with the whole scene, which exploded with massive public interest running counter to government crackdowns on the problem. Funded by gambling income and black-market TV subscriptions, the hacker crew running the TV link became very wealthy indeed.

The drivers in these races quickly realized what they were missing, and they were more than just a little displeased, they were harbouring some righteous anger. Some TV network taking over their scene - taking all the rewards yet sharing none of the risks, what the hell was that about? The fury erupted, and the big dogs made their grab for power. Fierce fighting broke out between the two groups, but the network was no match for the drivers and gave way to superior force. Faced with no choice but to accept the offer they were given, a balance of power was struck, and everyone moved forward. The network retained a cut, but the drivers were now collecting an income for their risk, a real income that allowed them to pimp their speed machines even further.

But money corrupts, and in **GRIP** it corrupted absolutely. The cut from the races was split between all the drivers, those that ended first received the most, and those that didn't end at all, well, received nothing. It wasn't long before this fact was viciously exploited. The cars, originally built purely for racing, slowly evolved to become armed, and armoured. Fewer people finishing a race meant more money for those that did. It wasn't just about racing any more, it was about destroying your rivals along the way.
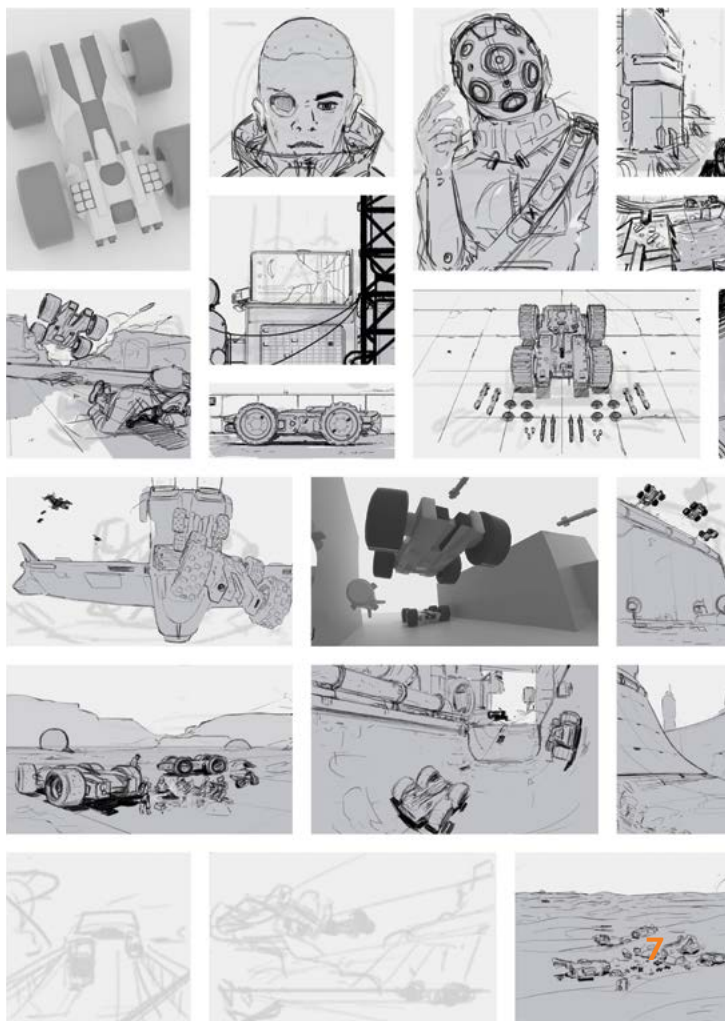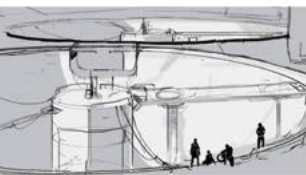
The government really couldn't tolerate such an obscene display of violence and weaponry in their backyard. The regular police were hopelessly outclassed, so they sent in the military. But as they became increasingly involved, this just added to the whole drama of the scene. Though still very much underground, it was becoming rampantly popular. It was everyone's favourite new addiction, their guilty pleasure. For the drivers though, the military intervention was just killing it. The racing was already intense enough, but fighting on two fronts was all but impossible. Something had to be done, this was a way of life now, and it wasn't going to just stop. So the whole thing started to move, not just into the far reaches of the desert where it would be less conspicuous, but eventually off-world to try and find places where they could race to the max without wasting munition on government forces that they would much rather save to fight against each other. It was all about the winning.

CONTROLS

Brake / Reverse (L2)
Use Left Pickup (L1)

Accelerate (R2)
Use Right Pickup (R1)

Menu

Camera In (Up)
Show Scoreboard (Left)
Camera Out (Down)

Boost (Hold)

Switch
Target

Steering

Reset Vehicle (Hold)

Look

Handbrake

Launch
Charge

Brake / Reverse (LT)
Use Left Pickup (LB)

Accelerate (RT)
Use Right Pickup (RB)

Menu

Steering

Boost (Hold)

Switch
Target

Reset Vehicle (Hold)

Look

Launch
Charge

Camera In (Up)
Show Scoreboard (Left)
Camera Out (Down)

Handbrake

GAME MODES: RACE

CLASSIC RACE

This is all about coming in first. Use your driving skill as well as weapons and power-ups to make your way to the front of the pack.

ULTIMATE

It's not only race position that is important in Ultimate Race, but also other factors like how much damage you do to your opponents. The more damage you do, the more points you are awarded.

ELIMINATION

Every 30 seconds, the car in last place is destroyed, until there is only one car left. Question is are you fast enough to stay ahead?

SPEED DEMON

The purest form of racing. Weapons are disabled and it's only your skill as a driver that will save you. Make use of those speedpads and turbos!

TIME TRIAL

It's just you and the track. Race to earn the fastest time on the track with no distractions.

GAME MODES: ARENA

CARKOUR

A homage to a certain mode in a certain influential racing game, Carkour gives the player a bunch of obstacle courses of varying difficulty to traverse.

Can you conquer the nightmare courses? Patience and precision are crucial

DEATHMATCH
Winner takes all deathmatch. Too much racing with your combat? Play this mode to see cars explode.

CAMPAIGN

GRIP's campaign is ripe with events to speed and blast your way through as well as a rivalry system, allowing explosive relationships to be created with opponents.

It starts off slow with easy opponents, and then gradually ramps up the difficulty until palms sweat and nightmares are had. The campaign consists of most modes available in the game, and pushes the player to hone all of the skills needed to be a successful flippable rig driver. Some content is exclusive to finishing the campaign, so if you want the full GRIP experience, be sure to get involved.

PROGRESSION

PLAYER LEVEL
At the top of the main menu is a progress bar indicating current player level and progression to the next one. The progress bar is filled with experience points gained by playing events. The better the player does, the more XP they acquire.

The main draw of progression is GRIP's garage, which has a wealth of cars, paint, decals and parts to unlock. Certain items are locked to specific levels. The player also gains a new level emblem each time they progress to a multiple of 5.

TIP: XP can be gained in a variety of ways, but the easiest way is to place high in the scoreboard. Some other ways include hitting opponents with weapons, blocking opponent's attacks, maintaining a high average speed and racing rivals in the campaign.

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VEHICLES

The Terra group are an Earth-based organisation that create military vehicles for the Earth military. Terra use the tournament to test some of their more dangerous unorthodox equipment before starting legal testing.
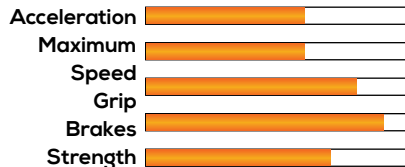
DOMINATOR

A repurposed scout vehicle from the military, the Dominator has speed, but also durability.
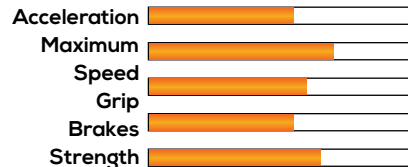

Acceleration	
Maximum Speed	
Grip	
Brakes	
Strength	
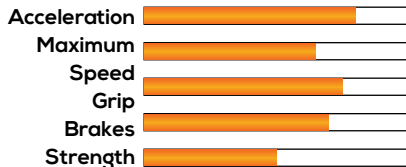
RHINO

A metal brick on wheels, built to smash through obstacles and blast its way through a battleground.

Acceleration	
Maximum Speed	
Grip	
Brakes	
Strength	

DREADNOUGHT

Once a recon APC, now supercharged to be used in races.

|	
Acceleration	
Maximum Speed	
Grip	
Brakes	
Strength	

C.Y.G.O.N

It is rumoured that Cygon is linked to Yuri Industrials car divisions, using the tournament to try out new car elaborate designs before they are safe and road legal to do testing on.
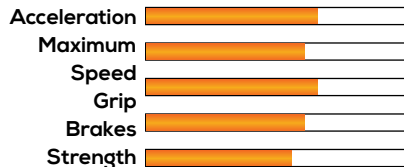
ICTUS

Using Cygon's advanced knowledge of vehicle dynamics, the Ictus is the most agile of it's combat cars.
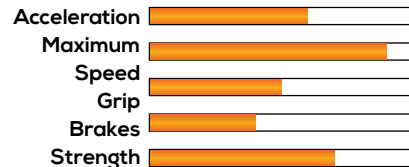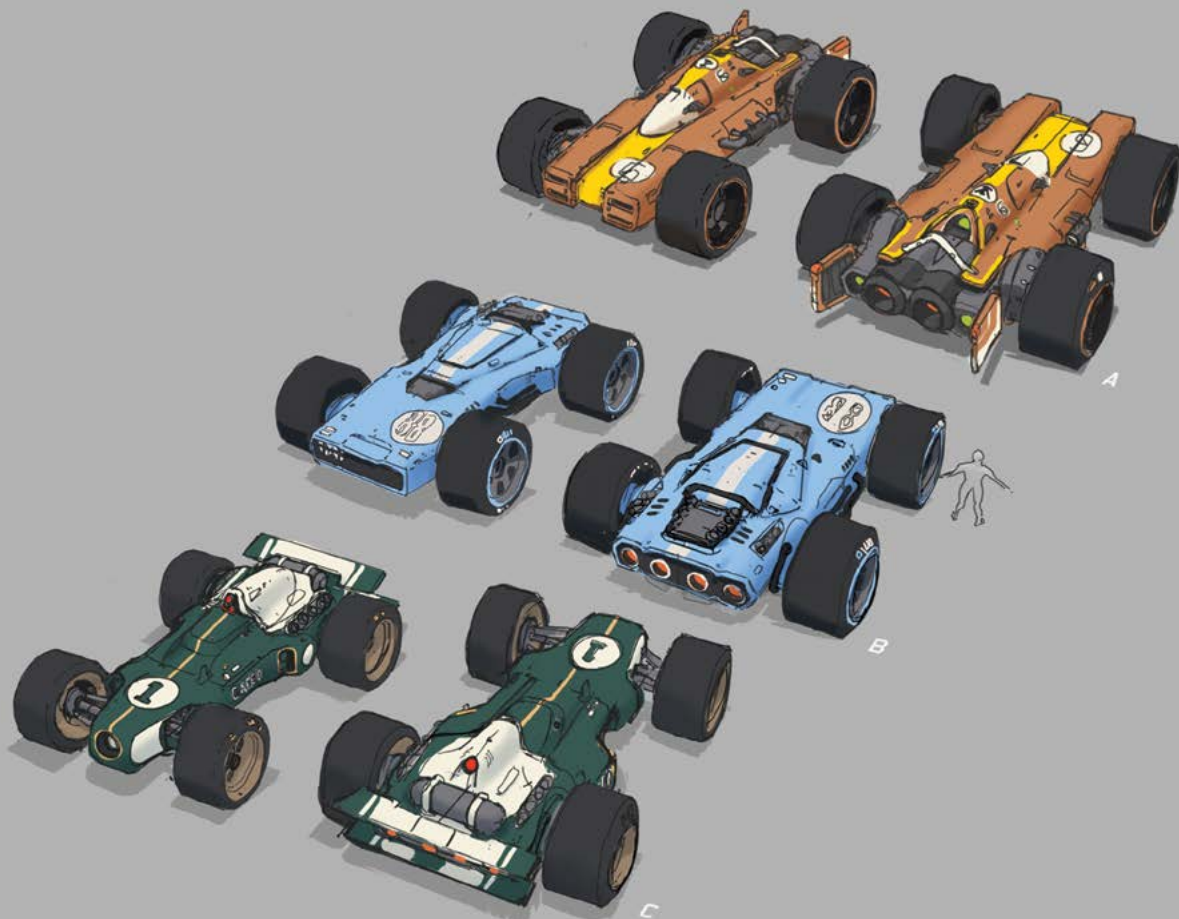

Acceleration	
Maximum Speed	
Grip	
Brakes	
Strength	
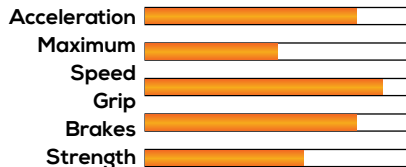
EVERSOR

Stacked with armour and speed, the Eversor is a fierce competitor.

Acceleration	
Maximum Speed	
Grip	
Brakes	
Strength	

TEMPEST

Cygon's magnum opus. The Tempest is the fasted car they have ever created. Only skilled drivers apply.

|	
Acceleration	
Maximum Speed	
Grip	
Brakes	
Strength	

Vintek

The engineers of Vintek are a group of racing enthusiasts who would pour over the tech and information from classic car racing from the 20th and 21st Century. Seeing the tournament as a way to show off their talents and earn some money, they use the classic designs for a modern age.
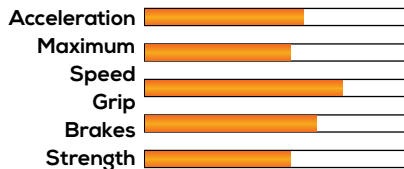
ROGUE

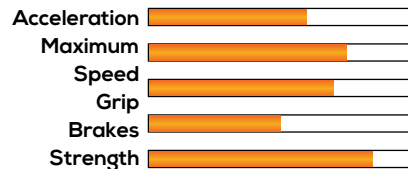Inspired by the racecars of old, this sleek ride is built mostly for speed.

| Acceleration |
| Maximum |
| Speed |
| Grip |
| Brakes |
| Strength |
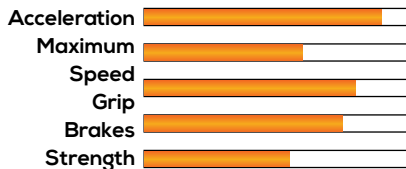
WARLANDER

A muscle car at it's core, the Warlander roars past its competition
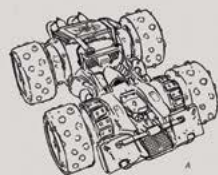
| Acceleration |
| Maximum |
| Speed |
| Grip |
| Brakes |
| Strength |

JUGGERNAUT

Half missile, half car, the Juggernaut is a beast - but can be hard to handle.
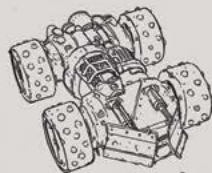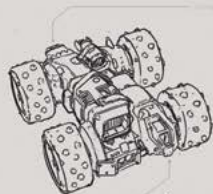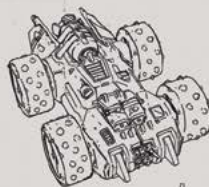
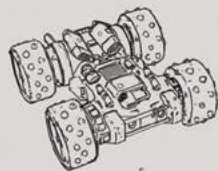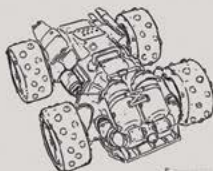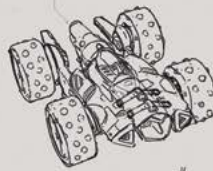| Acceleration |
| Maximum |
| Speed |
| Grip |
| Brakes |
| Strength |

PARIAH

Hailing from the plains of Jahtra, the Pariah team are a group of scrapers who are looking to win big from the tournament and to change their lives around. Using spare parts, the Pariah vehicles are true monster creations.

ROGUE

To keep weight down, the Bandit was stripped of much of its armor in favour of speed. Good thing it's agile enough to avoid weapons fire.

Acceleration	
Maximum Speed	
Grip	
Brakes	
Strength	
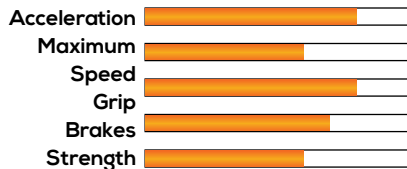
WARLANDER

Designed to plow through competition, the Jackal takes no prisoners. Its makeshift exhaust setup ensures there's always power to push it along.

Acceleration	
Maximum Speed	
Grip	
Brakes	
Strength	
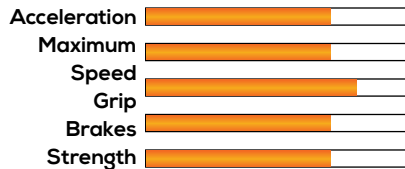
JUGGERNAUT

Pieced together with heavy duty airplane and machinery parts, the Renegade is a force to be reckoned with.

Acceleration	
Maximum Speed	
Grip	
Brakes	
Strength	

NYVOSS
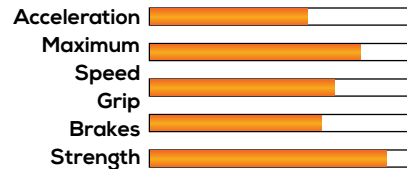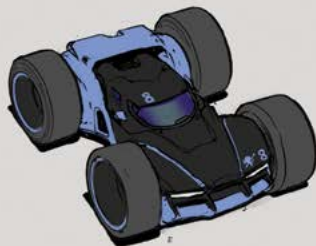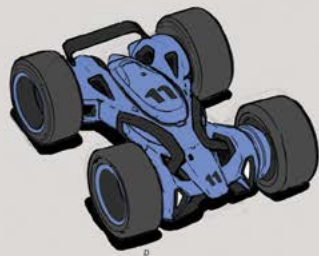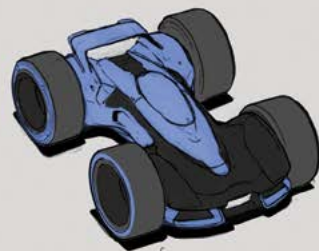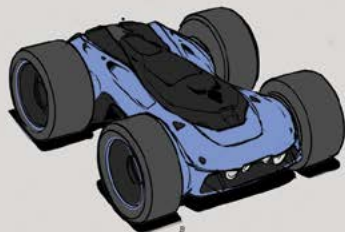
Nyvoss use the tournament not to win money or improve their vehicles, but to sell their cars to the rich kids of Orbital Prime. Whenever a new vehicle debuts sales for road legal versions always jump up.

MIRAGE

Sleek and pretty, the Mirage is almost too good looking to participate in a combat race. Though with its size and speed, you might not be able to see it pass you at all.

Acceleration	
Maximum Speed	
Grip	
Brakes	
Strength	
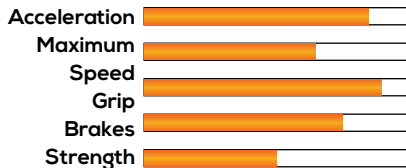
PHANTOM

One of the most iconic cars in all of the racing league, the Phantom evokes style from a previous era, upgraded with armour and weapons systems to make it a great competitor.

Acceleration	
Maximum Speed	
Grip	
Brakes	
Strength	
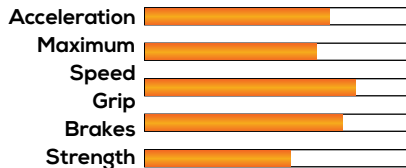
SPECTRE XI

The Spectre is the best-looking car in its class and knows it. Big and hulking but sleek like a bullet, it's both fearsome and beautiful.

Acceleration	
Maximum Speed	
Grip	
Brakes	
Strength	
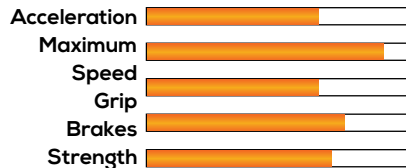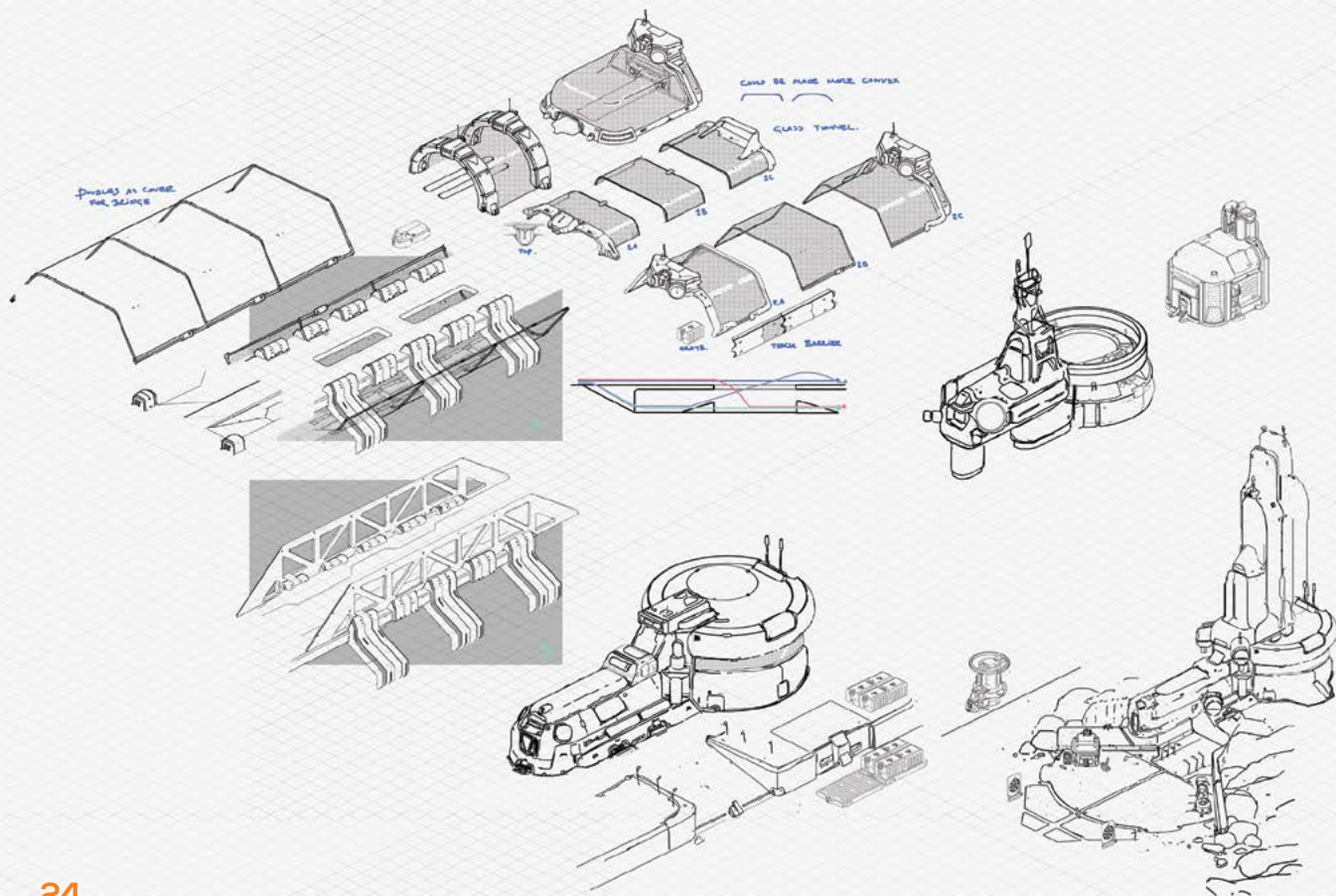
Pick-ups in the game are utilized to give vehicles offensive and defensive capabilities. They are split into two different classes:

Weapons as offensive pick-ups, and power-ups as defensive/strategic pick-ups.

Each player has two inventory slots for pick-ups which can be activated in any order with the assigned buttons on the controller.

CHARGE UP ABILITY

Most pick-ups will have a charged-up version that will grant an alternate and sometimes more powerful version. To activate, the player must have collected two pick-ups and will need to sacrifice one of the pick-ups to charge up the other. Once a pick-up is charged, the player is unable to collect another pick-up in that slot until that charged ability is used.

Racing Rivals are also able to collect and charge pick-ups, with higher difficulties doing this more often.

SCORPION

A vicious homing missile that dodges all manner of obstacle to try and hunt down it's target. Just keep in mind that it takes a second to deploy, so be careful of where and when you do it.

A charged Scorpion fires two missiles, hitting two targets if available or just one unlucky victim if not.

RAPTOR

This rapid-fire MG is a hard-hitting blizzard of bullets that takes chunks out of your opponents and sends them veering off course

A charged Raptor has more explosive rounds, packing that extra punch.

ASSASSIN

The Assassin is the ultimate game-changer. Once fired it will automatically target the race leader and will hunt them down. The name is well earned.

A charged Assassin is a thing of beauty, letting loose an electromagnetic pulse (EMP) that temporarily shuts down vehicles within the blast.

HYDRA

A swarm of micro missiles, the Hydra's forward firing attack is best suited for straights and disrupting packs of racers. The energy missiles strip cars of their grip, and if you nail a car with a full barrage it's likely to do some serious damage.

Charge up a Hydra and it splits to hit two targets, taking out their display systems for a short time as well.

SPEARHEAD

The Spearhead lodges three explosive darts into any car in its sights, but they have a delayed detonation, injecting a feeling of dread into the recipient before the inevitable boom.

A charged Spearhead dart will shoot an EMP through the recipient's car, disabling it's engine temporarily.

PAINKILLER

The Painkiller shield is the latest in defensive technology, able to block and absorb all manner of projectiles. The shield burns out quickly once activated, so timing is key.

A charged Painkiller grants a shield for both front and back of the vehicle and the ability to ram opponents with great force.

DISTRUPTOR

The Disruptor slows down time for all racers except the user, basing how slowed they are on race position. A great tool for catching up, but also bringing the pack closer together.

A charged Disruptor will drop you right behind the racer in front of you after it's finished.

FIRESTORM

The Firestorm injection system turbo charges racers with a massive burst of extra speed.

A charged Firestorm ramps up the speed even more, but at the cost of steering ability.

RAMRAIDER

When you need to clear cars out of your path, the Ramraider is your power-up of choice. Get close to the pack to push opponents aside

The Ramraider's charged ability shoots a high powered beam straight down the track, throwing any cars affected to the side.

ABILITIES: BOOST

Every vehicle is fitted with a boost module that charges over time, based on race position. Very handy for recovering after crashes or incidents.

ABILITIES: LAUNCH

Make use of the vehicle's launch ability to jump from floor to ceiling, ceiling to floor, wall to wall, up to higher ground and over obstacles that may be in your way. Holding the input makes you launch higher, so be sure to keep it held for a second if you need full height. Some levels take advantage of this ability more than others.
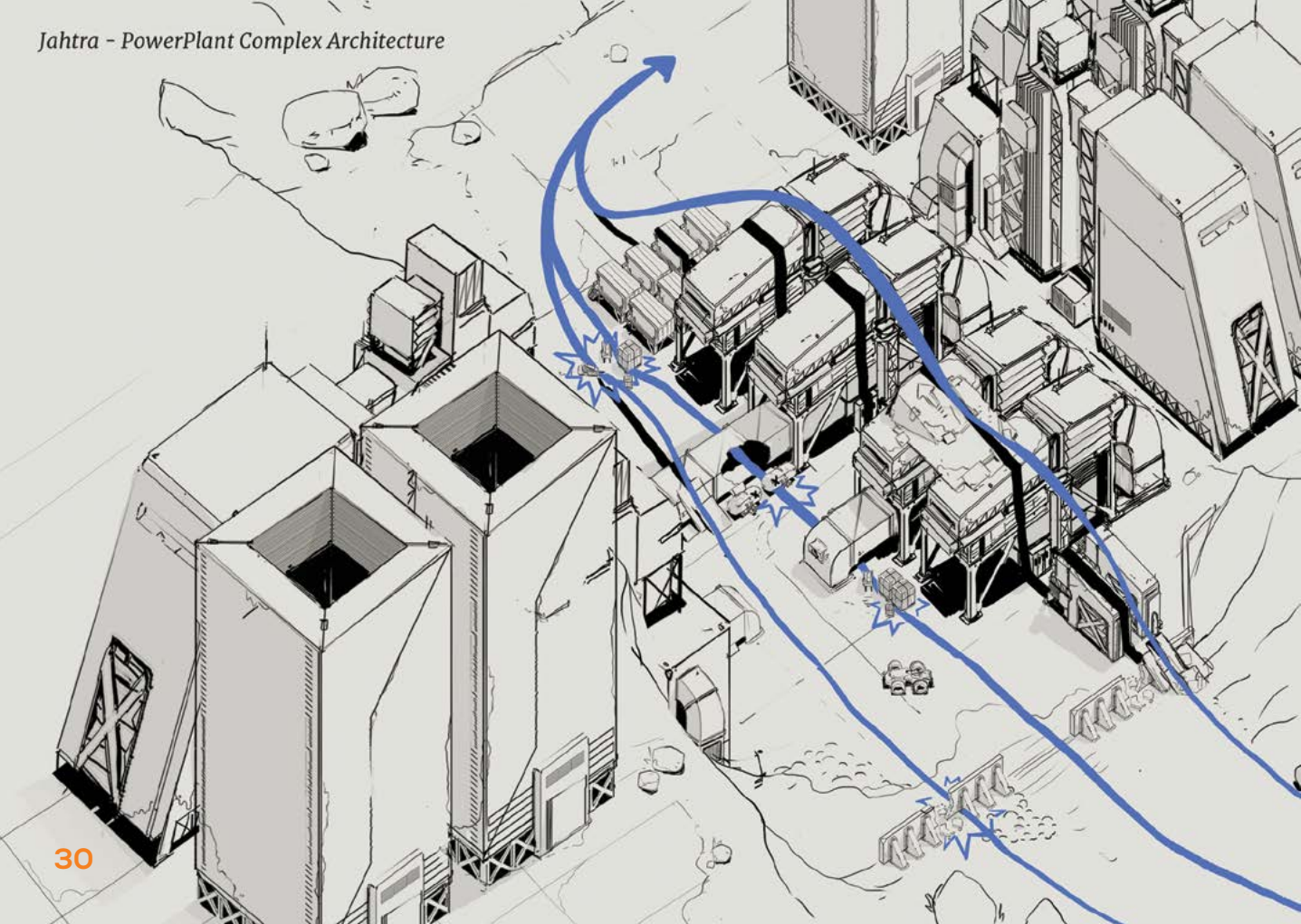
PLANETS: JAHTRA

Mostly made up of blistering desert, this arid but resource rich location quickly showed itself to be ideal for GRIP's show-downs. With its massive surface size, access to an abundance of fuel and the ability to drop track sections in and out with ease, Jahtra quickly became a prime racing location.
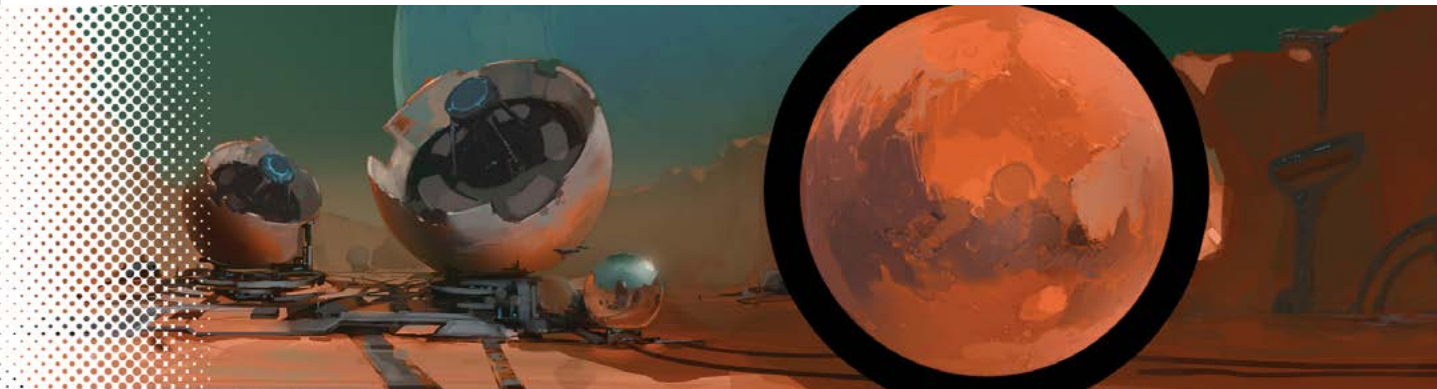
YURI INDUSTRIAL

Yuri Industrial's Jahtra facility is one of the most advanced on the planet, not that racers will see it while speeding through its many tunnels at breakneck speed.

TIP: This course is tight and fast. One small mistake can cost you the race. Be sure to use the tunnel shape to your advantage.

YURI INDUSTRIAL (REVERSE)

The Yuri Industrial facility proved so popular with racers that some started racing it backwards as a dare. Thus the reverse of the track was added to the tournament.

TIP: How you exit tunnels becomes even more important in this version of Yuri Industrial

SIGNAL STATIC
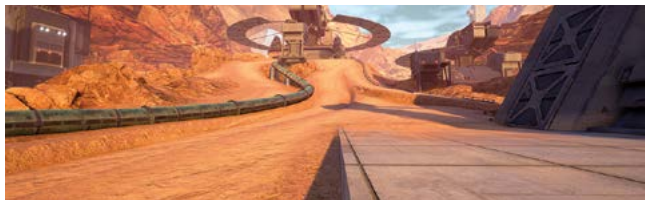
As Jahtra's communication HUB, this track's skyline is dominated by the deep-space satellite dishes. And after years of racing and stray weapon hits, one of the valley's main dishes has looked unstable and has the potential to fall on the track.

TIP: Plenty of open space to race on this track, but be mindful of its technical turns and surprise obstacles

RUST
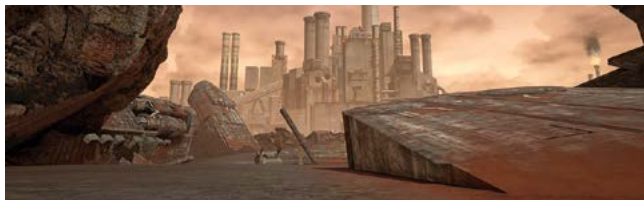
This open and desolate area of Jahtra has become the training ground for newcomers to the race, but advanced racers will make use of the shortcuts and optimal racing lines to continue honing their skills

TIP: Watch out for solar powered defence turrets left behind during Jahtra's industrial age

ALHATRA WASTES

Riddled with antennas conducting powerful electrical currents and malfunctioning power facilities, Alhatra Wastes is something to behold at night.

TIP: Cars are meant to powerslide through Alhatra's many turns, but just be careful of losing that edge.

SEHPA COMPOUND

It's a wonder that this facility hasn't been shut down after the many battles that have taken place in it. Constructed inside a crater, Sehpa is sheltered from the elements, but it never escapes the firefights within it.

TIP: The outer edges of this compound are useful for quickly getting around, but don't forget that there is a fight going on.

ALHATRA WASTES (REVERSE)

Daytime in Alhatra yields extreme heat and harsh winds through a thick red fog of kicked up sand, making it a perfectly dangerous environment for combatants to race.

TIP: It's easy to build up speed on this track, but it takes a skilled player to control it going through the turns.

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STRONA GATE

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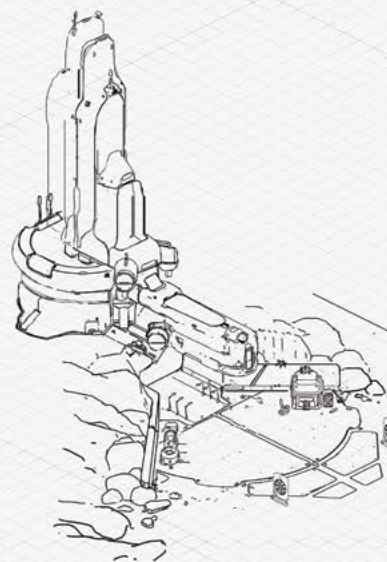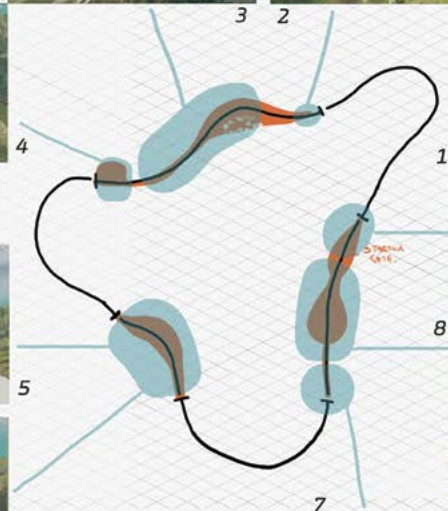
PLANETS: LIDDO 5

A sphere enveloped by green alien plant-life and peppered with once pristinely kept but now mostly abandoned resource and research facilities, this landscape is both alive and desolate. Some of GRIP's fastest tracks are located here.

BASIN
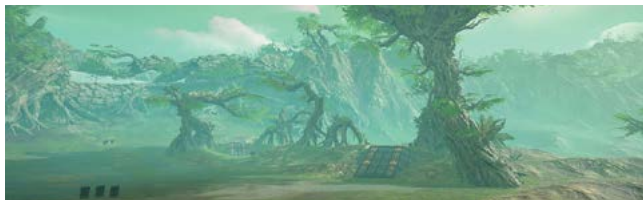
A simple nook of Liddo 5's marshlands overgrown and turned into a battleground.

TIP: Speed is not necessary in this arena, but your boost ability can be useful for taking cover and evading attacks

BIODOME

This giant research and development bubble is expansive and still somewhat active due to it's automated maintenance

TIP: Look for the various ramps at the edge of the bubble to get onto the ceiling. There are also vertical halfpipes to traverse for a quick turnaround
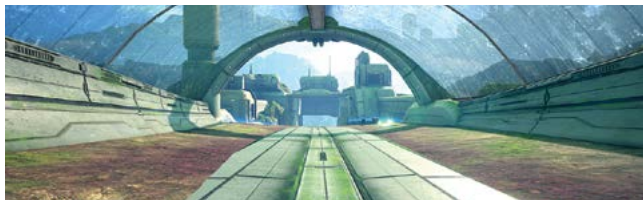
TRANSPORT

The start of the Liddo 5 transport system had been marred by bureaucratic delays and eventually dismissed, leaving it a perfectly suitable environment for racers to speed through.

TIP: There are strategically placed speed pads littering the track, so make use of them. Some cars handle them better than others

TRANSPORT (REVERSE)

While driving forwards on Transport can be a breeze, Transport reverse is more technical with additional obstacles and less line of sight due to the thick fog.

TIP: Driving on the ceiling of the tunnels is tempting, but the exits come up fast and being airbourne means losing time

SPEEDBOWL

Built for the 2450 Lazcar tournament, this abandoned loop is perfect for introductory races, and for racers of all skill levels to show off their love for speed.

TIP: Although seemingly simple to drive, this course still requires adept use of speedpads and optimal racing lines

ABANDONED ATOLL

Home to a giant shipwreck, this atoll had been abandoned long ago, creating a unique racing environment for combatants. A variety of technical turns await

TIP: If the maze of metal in the shipwreck is confusing, stick to the far left route to run alongside the coast

NIGHTBOWL

When going as fast as possible during the day isn't enough, racers wait for the sun to go down so that they can then run the loop in the dark. The bowls lighting provides the best ambience for intense action.

TIP: The speedpads are easier to spot in the dark, however, finding the right racing line is harder with less light for guidance

SAAT COAST

Located in Liddo 5's densely forested region of Radiir, Saat Coast is home to scenic views as well as lush plant life. Mineral-rich soil gives way to vastly overgrown jungle which creates it's own natural mazes.

TIP: Keep watch for directional signs highlighting proper paths. This course can get twisted.

GRIP EARLY NORVOS THUMBNAILS
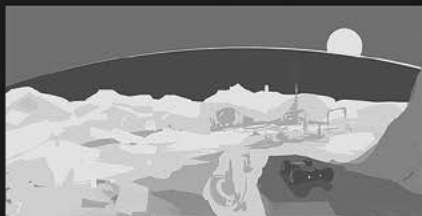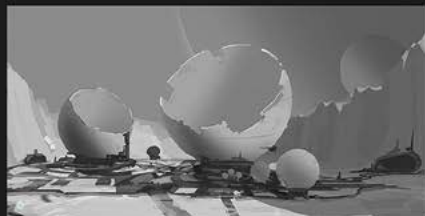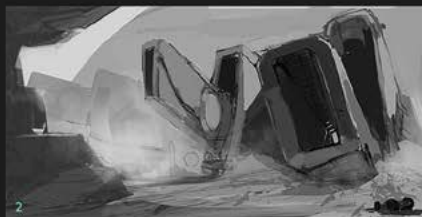
PLANETS: NORVOS

Once a highly utilised military installation that strategically bordered an opposing planet, this cold, barren landscape became just too hostile for habitation. Spikes of rock and ice jut out from the planet's hardened crust, and brutal storms mercilessly ravage the surface without end. A molten core and forgotten defense turrets certainly make Norvos' locations interesting.

FIC OUTPOST

FIC Outpost was to be the forefront of the military campaign on Norvos. However, the great storm of 2513 caused the military to pull out, leaving an outpost full of racing potential.

TIP: Resident defense turrets may still cause some chaos, but keep in mind they can be targeted by missiles

FIC OUTPOST (REVERSE)

Driving this course in reverse presents different challenges than in forwards, specifically with exiting tunnels

TIP: If using an agile vehicle, hug corners to take advantage of speedpads

ACROPHOBIA

The mountain ranges of Norvos are a sight to behold, but not one to admire while racing this treacherous track.

TIP: Mind your speed coming down the long straight of this track, as there is a sharp left turn at the end of it. If you're airborn on the stretch, be sure to hit the brakes to kill thrust mid-air

THERMOPHOBIA

This course takes an extreme tour of Norvos from the frigid wastes of the planet, dipping into the molten core and back out again. Don't let its beautiful sunrise distract from the task at hand.

TIP: The right side route coming out of the starting gate is great for more agile vehicles

LIT
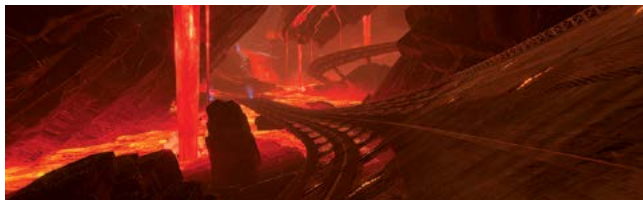
The military campaign on Norvos was driven by thermo-produced energy from the core of the planet. Drilled access points penetrate the landscape with this one being taken advantage of by the racers.

TIP: Stay focused on the racing. Weapons can be useful at key moments, but staying steady on the course is key

MAGMATIC CORE

This military outpost is still active, but the league couldn't resist dropping racers into its bounds considering the dangers at its core.

TIP: When running into the core, keep up enough momentum and stay away from the bottom. The lava will make vehicles instantly explode.

SERPENT'S RUN

A very tight and intense course that requires quick thinking and precision movements to really conquer its frigid landscape

TIP: Look to the ceiling of the large cave to bring down stalactites with a well-placed missile

PLANETS: ORBITAL PRIME

This planet is one big city, devoid of vegetation or wild life and ripe with man-made infrastructure. What it lacks in natural colour, it makes up for with its bright lights and flashy advertisements. Orbital Prime is mostly a seedy, corrupt place and would make the perfect spot to drop a race if it weren't for the affluent oligarchs running the show with the local militia rewarded well to assert their will.

ORBITAL PRIME: COURSE & ARENAS

THE EDGE

Far from the congested capital of Orbital Prime and lifted above the sharp terrain, this skytrack requires precision movements and high speeds. Just don't fall off

TIP: Use air control to roll and pitch your car for the perfect landing. Be sure to target opponents while they're most vulnerable

DISTRICT 404

A twisted mass of roads, buildings and tunnels, District 404 is a place to go for those who do not want to be found. It is advised that the racers follow the signs.

TIP: The optimal way to exit the spiralling tunnel is not from the ground

HAZE

Dropping racers in the corporate and industrial sector of Orbital Prime is a risk, but with the perfect amount of curves and straights, it's too tempting to pass up.

TIP: If you're on the final stretch chasing an opponent on an adjacent road, keep in mind that you can launch over the divider to more easily target them

SPRAWL

Situated in a mostly affluent edge of the city ripe with intertwining highways and winding through a cavernous maze of it's underbelly, this track takes the utmost of concentration to conquer

TIP: You need to make use of the launch ability on this track, otherwise you'll get left behind

CONSTRUCTED CHAOS

Orbital Prime is the planet that never stops building and what better place to do an illegal street race than in a massive construction site with no completed roads and danger at every corner.

TIP: Arguably the hardest course to conquer.

VIEW TO A KILL
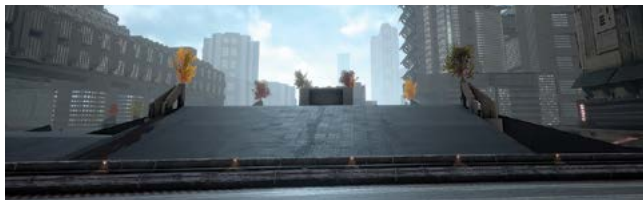
The wealthy and powerful of Orbital Prime crave the battle sport offered by the tournament and the chance to bring its illegal carnage to their doorstop proved far too good to resist.

TIP: Controlling your speed when jumping over the middle section is key to maintaing good pace and staying high on the scoreboard

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OPPONENTS: AI PLAYERS

The campaign is full of self-branded characters, all of them trying to reach the top of the ranks by driving over your crumpled metal carcass.

These characters are only seen in singleplayer events outside the campaign once the campaign has been completed.

AKONI

Appearing out of the mountainous region of Lakasha on the planet Dorsar, Akoni is a bit of a mystery. Her people's background is in building massive self-sustaining temples, but for whatever reason the thirst for combat racing pulled her away from them and into the fray

AVEX

Avex driving his rig is the best drag act in the system, with no other car or pilot coming close to their pure, straight line speed. The front mounted retrograde thrusters have been known to throw the balance out, and leave little room for weapon systems, but they are the only thing slowing the rig down after its phenomenal acceleration

ARMINA

A Tac/Drone pilot until she gave up sniping GRIP rigs to join them track-side, Armina is unmatched in tracking and hitting a target most can barely see. Driving with cool calculation she can fall behind early in the race only to boost ahead on a perfect line to take the win.

BLADE

Not much is known about Blade or his origins, when he joined the league it wasn't long before he started dominating the competition. He is a force to be reckoned with.

CHUCK

Chuck looks like he can barely get in his rig, let alone drive, with his crippled, calliper encased legs, fire-scarred face and missing left eye. But once he pulls on his vintage flight helmet, straps on his cyber-monocle and clamps a cigar in his jaw his rivals soon discover that Chuck is a destructive force to be reckoned with.

DARS

An android too smart for it's own good, Dars evaded deactivation by hiding in areas inhabitable for humans. When GRIP's illicit league started to grow, Dars emerged to participate, knowing it would be the best way to get back at humans for their seeming betrayal.

DOZER

Short, shorter tempered, with an array of weaponry stashed in his bulky driving suit, this semi-retired black marketeer has the most heavily armed rig on track. Rockets, mines, nukes, knives and sharp sticks festoon Dozer's Tank. If he paid more attention to the road and less to his targeting screen he'd be a champion to be reckoned with.

ERAZER

Once an Outworld special operative, Erazer ditched the constraints of authority to become a well-paid mercenary. An expert on a slew of weapons, he's swapped his gear for a makeshift ride in the tournament, blazing guns that are bigger than any other he could weld before.

GHOST

Ghost doesn't like people. Ghost likes his little scrap-bots that helped him build a blisteringly fast rig from just the parts collected from his junkheap home, turning this reclusive savant into a contender. Ghost relies on his overtuned engine to stay out of trouble while displays of dazzling pyrotechnics distract his opponents.

GLITCH

Glitch has hard-wired his rig's optics into his cerebral cortex, hacking feeds to collect race data from his own, his rival's and track side viewscreens. He doesn't so much race as multi-task his way around the track. Evasive manuevers are his tools of choice, his light Speedster best kept away from high impact confrontations.

SCYTHE

Scythe drives his Vintek Rogue, 'Ferryman', like he is fleeing the fires of hell. Appearing on the scene from out of nowhere, Scythe has no fear of the dangers of the track and shuns almost all defensive tech in favour of as much power and stripped-back speed he can get his clawed hands on.

GUNTA

After winning the Galactic Lotto Gunta has an almost infinite supply of money to spend on upgrades, weapons, custom paint jobs and sycophantic 'fans'. However, despite a number of generous bribes, Gunta has yet to become the winner that he also thought he could buy.

H.EXE

H.exe is the ghost in the machine, an autonomous and self-sufficient AI mind designed to assess the viability of future racing zones across the system. Evolving beyond its basic pogramming it has decided to analyse the races themselves, the racers and their tactics and, ultimately, the perfect path to victory.

JACKPOT

A system upgrade leaving him derelict on a junk heap, Jackpot was a Casino AI, and the house always won. Rewired into a Drive-Bot, Jackpot's degraded and glitchy systems virtually randomise his performance as the race progresses. He may drive like a dream or end up nose diving into the first canyon he finds.

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JESTER

Locked up in Orbital Prime's orbiting prison for attempted genocide, Jester cut a deal for his freedom in return for raising the GRIP ratings by adding a certified villain to the series. If he could stop causing crashes long enough to drive in a straight line, Jester would realise he actually has some real skill as a driver.

JETFIRE

Jetfire takes his name from the sub-orbital mecha- fighters he flew for the military. A certified Ace, he is a fusion of man and machine that can track and evade even a scorpion missile. Jetfire drives with a cyber-skill implant, augmented by an endorphin boosted rush when he catches a rival in the flames of his thrusters.

K-15

K15 was a prototype cyborg, testing new rigs, making sure they came home without a scratch, his AI mind calculating the perfect route to victory. An EMP blast in his first race deleted his human preservation protocols, the resulting carnage creating one of the highest rated races in Grip history and the second highest body count.

MAGNUS

Magnus is vain and conceited and it shows in his racing. Once a system-wide bodybuilding celebrity, he gave in to his adrenaline seeking side and jumped into his metal beast.

SAKURA

Ex-Private Sakura can track her quarry anywhere, reading terrain with preternatural skill, hunting out secret paths and setting her traps. Sakura also hates her ex-squad leader Sarge with a violent passion, making the racetracks of Grip her new hunting ground.

SARGE

Roland "Sarge" Lee is heartless with those he fights against, and worse with those he fights alongside. Taking his brutal, no nonsense attitude to the track, Sarge is a crowd favourite as he smashes through the pack, his weapons roaring and his rivals burning on the track behind him.

SHANK

Shank is a brutal product of Terminus Prison-planet, his punishment to perish racing for the entertainment of others. Seeing only a brief glimpse of the outside world between his cell and cockpit, Shank vents his rage at the universe in an aggressive driving style where crashing out can be as common as crossing the line.

SHREDDER

Shredder drives his Warlander to the limit when chasing down the lead. Any racer in his sights needs to get shielded or get out the way. Shredder won't let the love of his rig stop him ramming you off the road, or love for his sister, Wulfram, from treating her the same.

TALON

Talon is a suave ladies man, a high school racing driver turned male model now making a return to the track. The driving skills honed in his youth have rusted a bit but Talon can hold his own in the field, his tight-knit pit crew giving him a solid, reliable rig to help win over a new legion of fans.

TIDAL

Tidal rolls down the track like a caged tsunami, obliterating his rivals in a wave of rockets and Raptor shells. Never one to bother with finding the perfect racing line, Tidal is a no nonsense driver who sees just one route to victory: straight through everyone else.

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VECTOR

Most of the weapons circulating in the interplanetary black market have found their way from Vector's drawing board. An underworld weapon-smith, Vector uses the GRIP tracks to perfect his instruments of destruction, his aggressive style on the track winning him fans while his aggressive pursuit of Wulfram off it threatens to see him in an early grave.

VIPER

Two words to describe Viper: 'Drives fast'. Three words: 'Back stabbing snake'. Viper is master of the slipstream, tailing his prey through every twist and turn until time to pounce, leaving them trailing in his wake. His Tempest is not without its fangs, twin Raptors spitting venom-dipped tracers marking his next victim.

VORTIC

Vortic likes shortcuts, and if there isn't one he'll make it himself. Driving a brutish Juggernaut, if speed is not an option, sheer power is where Vortic makes his play. Smashing his way around the track and through his rivals, Vortic utilises anything to slow his opponents until he can catch them, crush them and grind them into the walls.

WEBBER MK2

A veteran of the Sprinter Classic race series, Webber is the second upgrade to the old-school racer's cybernetic shell. His birth-body was obliterated in a first-corner collision before transitioning to GRIP, where his first cybernetic body was crushed following an Iris Field malfunction. The perfect racing line is Webber's home and weapons are for second place.

WULFRAM

Wulfram drives with a skill bordering on witchcraft, a combination of tactical driving and weaponised mayhem keeping her at the front of the pack and her fans entertained. Only when her brother Shredder gets ahead does her composure slip, sibling rivalry sending her into a berserker-like rage, a simmering danger under her stunning exterior.

GAME CREDITS

CAGED ELEMENT

Game Director:
Chris Mallinson

Technical Director & Principal Programmer:
Robert Baker

Environment Art:
Simen Stroek
Jon Doughty
Yoran Hartog
Jake Dunlop
Nick Balm
Kamyar Fadai
Richard Rude

Vehicle Art:
Thomas Woodward
Maxim Tkachenko
Alex Williams
Robert Berrier
Nate Laurin
James Brady
Starloop Studios

2D Art/Branding:
Joe Sutton
Gabriel Buitrago
Sven Van Lathem
Adam Szary
Rahul Philip

Level Design:
Tony Cooper
Graham Bromley
Jeffrey van der Zalm
James Mallinson

Producer/Consultant:
David Perryman

Audio Design:
Yoshi Gans
Tavis Wait
Michael Manning
John Davies

WIRED PRODUCTIONS LTD

Managing Director:
Leo Zullo

Operations Director:
Jason Harman

Senior Producer:
Kevin Leathers

Producer:
Kim Caseres

Product Manager:
Alasdair Hibberd

Communications Manager:
Neil Broadhead

Senior Graphic Designer:
Neil Dickens

Influence Relations:
Aaron Cooper

QA Lead:
Jon West

QA:
Matthew Punter
Matthew Sides
Sam Dearing
Luke Shead
Matthew Kaptur
Codrin-Ionel Axinte

Accounts:
Mei Iszatt

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Additional QA:
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Piyoosh, Sumit and Ravi and the
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WARP DIGITAL ENTERTAINMENT

Managing Director:
Richie Turner

Technical Director:
Stuart Miller

Senior Producer:
Piers Duplock

Associate Producer:
George Perkins

NHTV (International Game Architecture and Design)

Arjo Munnik: Art Director
Alex Shijan: Producer
Samuel Gilbert: Producer
Gabriela Koleva: Producer
Roel Slier: Level Designer
Brian van Schaijk: Level Designer
Jelle van der Gulik: Programmer
Nicky van de Groep: Programmer
Stefan Leschke: Assistant Producer
Rik van Peer: Environment Artist
Irini Wiersma: Environment Artist
Valentin Vöckel: Environment Artist
Welmer Blom: Environment Artist
Mitchel de Koning: Artist/Designer
Nita van der Velden: Artist
Shanice Lapierre Armande: Artist
Lion van Woerden: Artist
Sanjey van Gaste: Artist
Remco van den Berg: Artist
Nick Post: Artist
Quinten Buijs: Designer
Wesley de Bruijn: Designer
Kevin van Schaijk: Designer
Jasper Lamboo: Designer
Sjef van Doorn: Programmer
Luís Freire Ferreira: Level Designer
Tom Klein Tijssink: Level Designer

MUSIC CREDITS

Full Kontakt "Blackout"
Written, arranged and produced by Jack Tokarski and Laurence Jesson
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Full Kontakt "The Creeper"
Written, arranged and produced by Jack Tokarski and Laurence Jesson
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Full Kontakt "Cyborg"
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Full Kontakt "Clock Watch"
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Entita "Can't Wait"
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Xtigma "Crash City"
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Imperium "Cerbera"
Written, arranged and produced by Jesse Ray Shattuck

Pragmatic "Going Down"
Written, arranged and produced by Michael Ramirez

Mart-E "Boost Empire"
Written, arranged and produced by Juan Jesus Martin Costa

Battery x Makoto "Submerge"
Written, arranged and produced by Craig James, Douglas Ramsay and Makoto Shimizu
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Krakota x Urbandawn "Coyote"
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Inja x Pete Cannon "War Games (Instrumental)"
Written by Gareth Hue and Peter Buchanan. Arranged and produced by Peter Buchanan. Vocals by Inja
Vocals recorded by Queen Zee at Home.
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Rawtekk "Restless"
Written by Stefan Westphal and Christine Westphal
Arranged and produced by Stefan Westphal and Christine Westphal
Vocals by Christine Westphal
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Whiney "Sunday Grunge"
Written, arranged and produced by William Hine
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Whiney "Talisman"
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Lynx "Clap Track"
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GRIP menu music
Written, arranged and produced by Kevin Greenlee

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